



AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) A method for packaging an object graph, comprising:
receiving a ~~usage~~ variable usage specification ~~that includes~~ wherein the variable usage specification comprises a set of usages each usage specifying an attribute of an object in the object graph;
creating a transient object graph representation ~~containing~~ comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification; and
packaging the transient object graph representation.
2. (Currently Amended) The method of claim 1, wherein creating the transient object graph representation comprises identifying ~~[[an]]~~ the object in the object graph whose attribute~~[[s]]~~ are ~~is~~ specified in the variable usage specification.
3. (Currently Amended) The method of claim 2, wherein identifying the object in the object graph comprises ~~receiving~~ using a root object in the object graph.
4. (Currently Amended) The method of claim 3, wherein identifying the object in the object graph further comprises using the root object to find a path to the object~~[[s]]~~ whose attribute~~[[s]]~~ are ~~is~~ specified in the variable usage specification.
5. (Cancelled)
6. (Currently Amended) The method of claim ~~[[5]]~~ 1, wherein creating the transient object graph further comprises storing ~~a represented~~ the internal representation of the object as a node of the transient object graph.
7. (Original) The method of claim 1, further comprising:
converting the transient object graph representation into a form suitable for transport over a network link.

8. (Original) The method of claim 1, further comprising:
converting the transient object graph representation into a form suitable for storage on a storage medium.
9. (Original) The method of claim 1, further comprising:
converting the transient object graph representation into a byte stream.
10. (Original) The method of claim 1, further comprising:
converting the transient object graph representation into a hash table.
11. (Original) The method of claim 10, further comprising:
converting the hash table into a byte stream.
12. (Original) The method of claim 1, further comprising:
representing the transient object graph representation in a structured language format.
13. (Original) The method of claim 1, further comprising:
representing the transient object graph representation in a compressed format.
14. (Original) The method of claim 1, further comprising:
representing the transient object graph representation in an encrypted format.
15. (Currently Amended) A method for packaging an object graph, comprising:
receiving a ~~usage~~ variable usage specification ~~that includes~~ wherein the variable usage specification comprises a set of usages each usage specifying an attribute of an object in the object graph;
creating a transient object graph representation ~~containing~~ comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification;
packaging the transient object graph representation; and
converting the transient object graph representation into a form suitable for transport over a network link.

16. (Currently Amended) A method for packaging an object graph, comprising:
- receiving a ~~usage~~ variable usage specification ~~that includes~~ wherein the variable usage specification comprises a set of usages each usage specifying an attribute of an object in the object graph;
 - creating a transient object graph representation ~~containing~~ comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification;
 - packaging the transient object graph representation; and
 - converting the transient object graph representation into a form suitable for storage on a storage medium.
17. (Currently Amended) A transport packager, comprising:
- means for receiving a ~~usage~~ variable usage specification ~~that includes~~ wherein the variable usage specification comprises a set of usages each usage specifying an attribute of an object in the object graph;
 - means for creating a transient object graph representation ~~containing~~ comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification;
 - and
 - means for packaging the transient object graph representation.
18. (Currently Amended) A computer-readable medium having recorded thereon instructions executable by a processor, the instructions for:
- receiving a ~~usage~~ variable usage specification ~~that includes~~ wherein the variable usage specification comprises a set of usages each usage specifying an attribute of an object in the object graph;
 - creating a transient object graph representation ~~containing~~ comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification; and
 - packaging the transient object graph representation.

19. (Currently Amended) The computer-readable medium of claim 18, further comprising:
instructions for converting the transient object graph representation ~~each trimmed object~~
into a form suitable for transport over a network link.
20. (Currently Amended) The computer-readable medium of claim 18, further comprising:
instructions for converting the transient object graph representation ~~each trimmed object~~
into a form suitable for storage on a storage medium.
21. (Currently Amended) A computer-readable medium having recorded thereon instructions
executable by a processor, the instructions for:
receiving a ~~usage~~ variable usage specification ~~that includes~~ wherein the variable usage
specification comprises a set of usages ~~each~~ usage specifying an attribute of an
object in the object graph;
creating a transient object graph representation ~~containing~~ comprising an internal
representation of the object, wherein the internal representation of the object only
comprises the attribute specified in the variable usage specification;
packaging the transient object graph representation; and
instructions for converting the transient object graph representation ~~each trimmed object~~
into a form suitable for transport over a network link.
22. (Currently Amended) A computer-readable medium having recorded thereon instructions
executable by a processor, the instructions for:
receiving a ~~usage~~ variable usage specification ~~that includes~~ wherein the variable usage
specification comprises a set of usages ~~each~~ usage specifying an attribute of an
object in the object graph;
creating a transient object graph representation ~~containing~~ comprising an internal
representation of the object, wherein the internal representation of the object only
comprises the attribute specified in the variable usage specification;
packaging the transient object graph representation; and
instructions for converting the transient object graph representation ~~each trimmed object~~
into a form suitable for storage on a storage medium.

23. (Currently Amended) A distributed system having a client and a server, comprising:
an object generator interposed between the client and the server, the object generator having a capability to trim an object graph such that each object within the trimmed object graph contains only comprises the attributes specified in a variable usage specification; and
means for converting the transient object graph representation into a form suitable for transport over a network link between the client and the server.
24. (Currently Amended) An apparatus for packaging an object graph, comprising:
means for receiving a ~~usage~~ variable usage specification ~~that includes wherein the variable usage specification comprises a set of usages each~~ usage specifying an attribute of an object in the object graph;
means for creating a transient object graph representation ~~containing~~ comprising an internal representation of the object, wherein the internal representation of the object only comprises the attribute specified in the variable usage specification;
and
means for packaging the transient object graph representation.